- 1. A system for serving and playing back a spliced video stream comprised of disparate video segments, comprising:
 - a server system further comprising
 - 1. means for combining a plurality of video segments into said spliced video stream;
 - 2. means for streaming said spliced video stream to a client's system; and the client's system further comprising
 - 3. software means for playing back said spliced video stream regardless of the format each of said plurality of video segments was created in, said software means further comprising a plurality of playback formats, each of said playback formats being configured to enable said client's system to playback at least one of said plurality of video segments.
- 2. A system according to Claim 1 wherein said video segments have different formats.
- 3. A system according to Claim 1 further comprising means for compressing said video stream.
- A system according to Claim 1 wherein said playback format is Microsoft Windows
 Media format.
- 5. A system according to Claim 1 wherein said playback format is Quicktime format.

- 6. A system according to Claim 1 wherein said playback format is Real Networks format.
- 7. A method for serving and playing back a spliced video stream comprised of disparate video segments, comprising the steps of:

under control of a server system

- 1. combining a plurality of video segments into said spliced video stream;
- 2. streaming said spliced video stream to a client's system; and under control of the client's system
- 3. playing back said spliced video stream regardless of the format each of said plurality of video segments was created in, said playing back step further comprising using a plurality of playback formats, each of said playback formats enabling said client's system to playback at least one of said plurality of video segments.
- 8. A method according to Claim 7 wherein said video segments have different formats.
- A method according to Claim 7 further comprising the step of compressing said video stream.